KEMCO ▲ SEIKA

NES-UN-USA

UNINVITED™

INSTRUCTIONS

This official seal is your assurance that NINTENDO® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your NINTENDO ENTERTAINMENT SYSTEM.®

SAFETY PRECAUTIONS

1. This Game-Pak is a very fine instrument. Keep it away from very high temperature and mechanical shock at all times. Never disassemble it for any reason.
2. Never get the terminals wet or touch them with your bare hands. This could cause damage.
3. Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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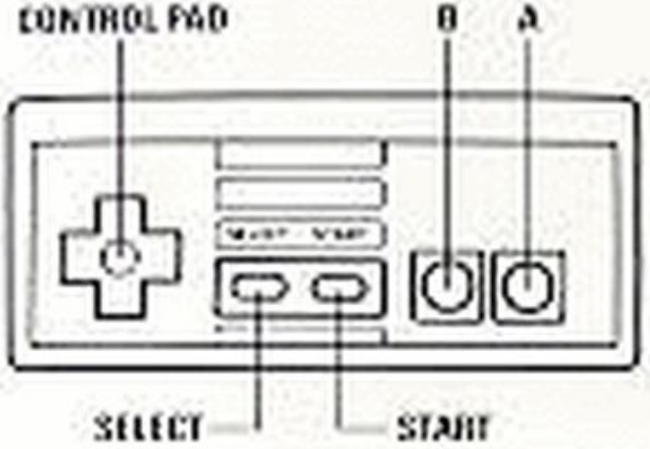
The tires screeched loudly as you slammed on the brakes, swerving to avoid the shadowy figure in your headlights. Your sister screamed as your car careened off the road towards a tree. Then everything went black.

You awaken at the wheel of your crumpled car and realize that you are alone. Your sister

must have gone for help. The aroma of gasoline assaults your nose, urging you to get out of the car as quickly as possible. As you exit the car, it bursts into flames. Before you looms a creepy old mansion. Could your sister have gone there for help? Are you to become the next uninvited guest?



NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Only controller 1 is used for this game.

Control Pad:
Used to move pointer on screen.

SELECT Button:
Used to quickly move the pointer from one window to another.

START Button:
Used to start the game.

A Button:
Used to make a selection with the pointer. Also used to read the next part of a message.

B Button:
Used to deselect commands.

HOW TO PLAY

Starting the Game

When the Unrivaled title screen appears, press START to begin the game.

Choosing the File

After pressing START to begin the game, you will see a list of three possible FILES. The three files let you save the status of three different games. Use the control pad to move the bullet to the file you would like to use. When you first begin your adventure, each of these files will be marked NEW indicating that each is a *new* game. As you advance through the game, you may save your current position so that you can resume your game at a later time.

The Objective

Escaping from your wrecked car, you realize that you must find your sister. Could she have gone into that creepy mansion looking for help? Only one way to find out! Well, at least if you are unfortunate enough to be killed in your quest, you will have the option of resuming your game where you left off.

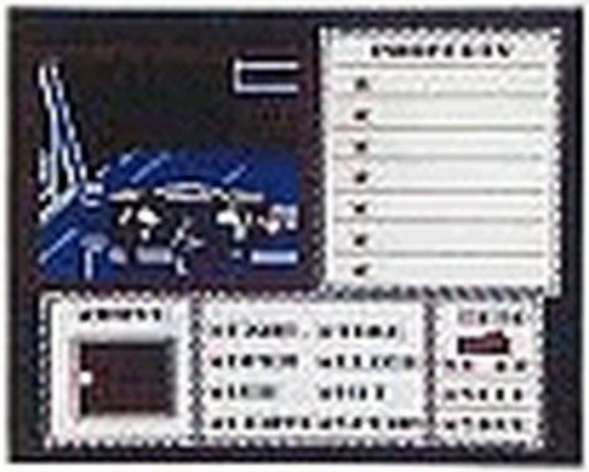
Playing the Game

Uninvited is a graphic adventure game which you control using the various windows on screen. When you first begin the game, you will be given some important information in the Text window at the bottom of the screen. Press the A button to view the next part of the message. You can also press the A button while the message is being written to more quickly display the text. After viewing the last part of the message, you will see the main game screen which is divided into three parts or "windows". Let's look at each of these windows and then we'll show you how to use them to get started.

The View window in the upper left of your screen gives you a look at your surroundings. The Text window will appear at the bottom of your screen when there is important information for you to read. The Command window lets you manipulate objects and move through your environment.

When you first start the game, you find yourself in your wrecked car.

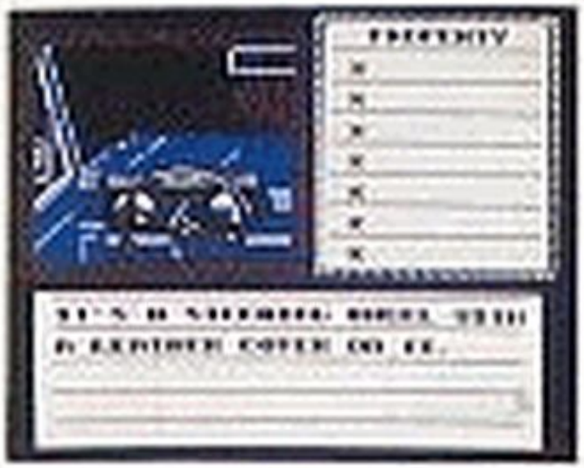
In the View window you see the steering wheel and the hood of your car. The car door on the left side of the screen is still closed. The MOVE area of the Command window gives you a top view of your current position with available exits indicated by white dots. In this case, a white dot appears on the left side corresponding to the driver's side door of the car.



Let's begin by examining the steering wheel. To do this, use the Control Pad to move the hand pointer to the EXAM. command and press the A Button. The mark next to the EXAM. command will turn black to confirm your selection.

Next, move the hand pointer to the *View window*. You can do this either by using the Control Pad to move the pointer up, or by pressing the SELECT Button until the pointer appears in the View Window.

Now move the hand pointer until it is over the center of the steering wheel and press the A Button. You will then get a description of the steering wheel.



Press the A Button to read the rest of the description.

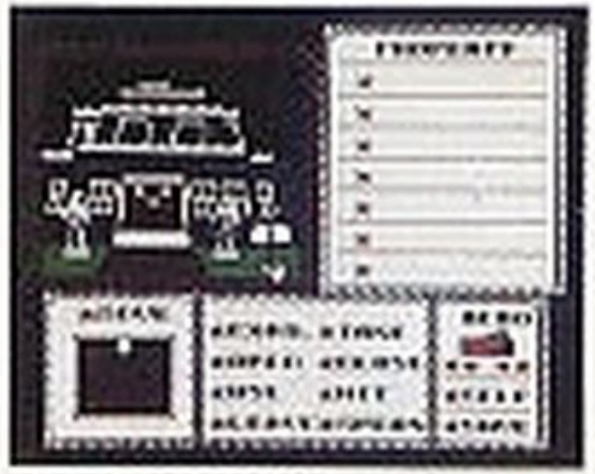
Considering that strong smell of gasoline, it would probably be wise to get out of the car! To do this, we must first open the car door.

Move the hand pointer to the OPEN command and press the A Button. As before, the mark next to the OPEN command will turn black to confirm your selection. Next, move the hand pointer to the car door on the left side of the View window and press the A Button. The car door will open.

Now that the car door is open, we can get out of the car. Move the hand pointer to the MOVE command and press the A Button. Next, move the hand pointer to the white dot in the square below the MOVE command to choose the direction of movement. You could also point to the open door in the View window to accomplish the same thing.

Press the A Button to execute the move.

You will now find yourself in front of the creepy mansion as your car bursts into flames. After reading the description of the mansion, notice that there is a mailbox in the lower right corner of the *View window*. Perhaps there is some mail in it that we should bring to the owner of the mansion.



Move the hand pointer to the OPEN command and press the A Button. Next, move the hand pointer to the mailbox in the lower left corner of the *View window* and press the A Button. You will get a message confirming the opening of the mailbox. The MEMO window will change to show the contents of the mailbox.

You find an envelope in the mailbox that is listed in the contents of the mailbox. Let's open it up and see what it contains.

The OPEN command should still be selected. (The mark next to the OPEN command should still be black. If it is not, move the hand pointer to the OPEN command and press the A Button to select it.) Next, move the hand pointer up to the ENVELOPE item in the mailbox contents list. Press the A Button to open the envelope. In the envelope, you find a letter and a pendant.

There may be some valuable information in the letter so we should probably read it. Move the hand pointer to the EXAM. command and press the A Button. Then move the hand pointer to the LETTER item in the envelope contents list and press the A Button. The information in the letter will then appear on screen. Press the A Button to continue reading the letter.

A chill overcomes you as you read the letter. What does all this mean? Well, if you're going to meet the "undead," you better have the pendant with you!

Move the hand pointer to the TAKE command and press the A Button. Next, move the hand pointer to the PENDANT item in the envelope contents list and press the A Button. You will get a confirmation message indicating that you have picked up the pendant. It will now appear on the PROPERTY page of your memo pad. And, as you take the pendant, the front door of the mansion creaks open!

Move the hand pointer to the MOVE command and press the A Button. Next, point to either the white dot in the MOVE box or at the now open door in the View window and press the A Button. You enter the mansion to find ...

You're well on your way, but the rest is up to you! Good luck!

COMMAND WINDOW

The other commands work similarly to the ones you have already used. Here is a summary of the commands and how to use them.

EXAM — This command allows you to examine objects in the View window. This is the best way to get information on the objects you see. It will help you determine which objects are important.

OPEN — Used to open doors, drawers, boxes, and other containers. You can also use this to open items that appear in the PROPERTY page of your memo pad, or items in the contents list that may appear when you open an item.

USE — This command lets you use an object that you are carrying. The objects you are carrying are listed on the PROPERTY page of your memo pad. To use an object, first choose the USE command. Next, move the pointer to the object you want to use in the PROPERTY page of your memo pad and press the A button. If this object is to be used on another object, you can then move the pointer into the *View* window to choose the object that should be acted upon. In this way you can use a weapon against an assailant for example. This command is also useful for consuming food or drink.

LEAVE — This command lets you try to drop an object at your current location. You can do this to lighten your load or to discard an item that is no longer of use.

TAKE — Use this command to pick up an object. After taking an object, it will appear on the PROPERTY page of your memo pad.

CLOSE — Used to close objects that have been opened.

HIT — Use this command to strike a forceful blow against someone or something.

SPEAK — Use this command to talk to the other characters you may encounter.

MOVE — This command permits you to move through your environment. To use the MOVE command, first move the pointer to the MOVE command and press the A button. You can then specify where you would like to move by positioning the pointer over one of the available exits. Available exits are shown in the box below the MOVE command as white dots. This is a top down view of your present location. You may also specify where to move by moving the pointer to the desired exit in the View window and pressing the A button. Each time you move to a new location, you will be given a description of your surroundings.

MEMO PAD

The memo pad window shows you an inventory of the items you are carrying. Only one page of the memo pad is visible at a time. You can use the Left and flight arrow boxes in the Command window to turn the pages of your memo pad.

THE SELF BOX

The SELF box lets you use an object on yourself. For example, to drink a glass of water, you would first TAKE it so that it shows up in the PROPERTY page of your memo pad. Next you would choose the USE command, select the water from the PROPERTY page, and lastly choose the SELF box to use the water on yourself.

THE SAVE COMMAND

You can save your current status by selecting the SAVE command. This will allow you to resume your game at another time. It is wise to save your game often just in case you run into trouble!

Resuming a Saved Game

You may resume a saved game at any later time. After pressing the START button to begin your game, choose the FILE to which you had previously saved your game. You will then be given three choices:

CONTINUE	lets you resume your previously saved game.
EXIT	lets you cancel your choice.
NEW GAME	lets you start the game from the very beginning. However, this will erase your previously saved game!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that the Nintendo Game Pak (PAK) (Excluding Game Pak Accessories) (Game Pak Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. In addition to the warranty coverage during the 90 day warranty period SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-800-462-5386 or (562) 920-9725. Our Consumer Service Department is open from 8:30 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the SEIKA Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with a dated proof of purchase within the 90-day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance, CA 90503

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CONSUMER SERVICE DEPARTMENT at the phone number listed above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the procedure you should follow to obtain repairs at a reasonable charge. You may also be required, at your own risk and expense, to ship the defective PAK to SEIKA's service center. Payment must be received by SEIKA before any repairs are made.

You may have the defective PAK repaired or replaced at your own risk and expense. If you elect to have repairs performed, return the defective PAK during the 90-day warranty period, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA and enclose a money order payable to SEIKA for the current repair price.

If after the 90-day warranty period, the SEIKA Service Representative determines that the PAK cannot be repaired, you will be notified and service payment refunded.

WARRANTY LIMITATIONS:

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Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Permanent damage may occur if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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